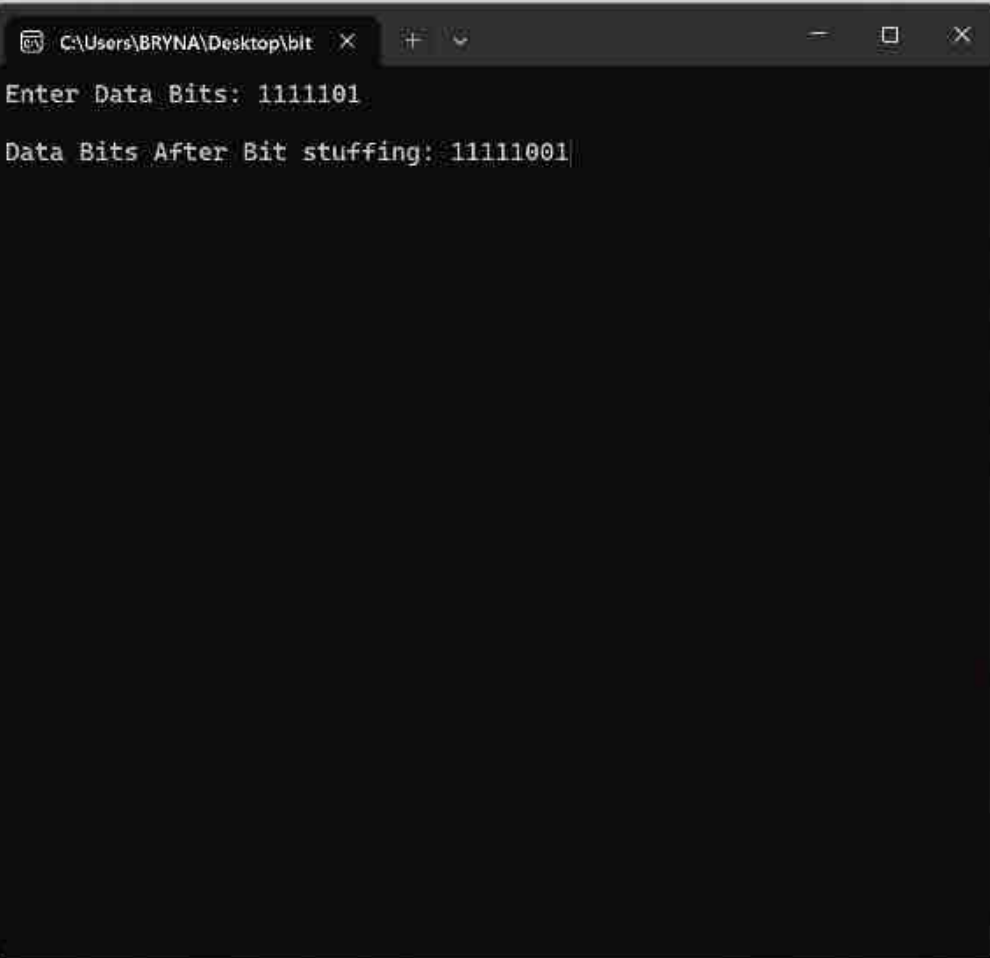


Project Classes Debug bit_stuffing.c

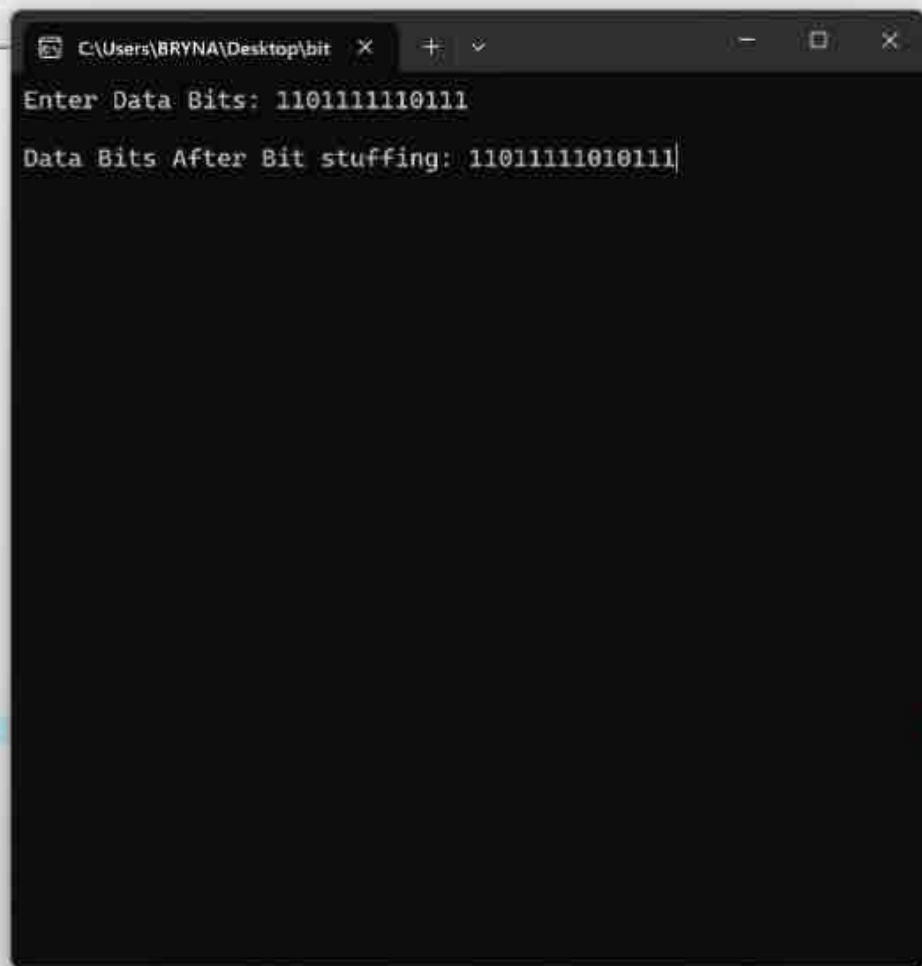
```
#include<stdio.h>
#include<string.h>
int main()
{
    int i=0,count=0;
    char databits[80];
    printf("Enter Data Bits: ");
    scanf("%s",databits);
    printf("\nData Bits After Bit stuffing: ");
    for(i=0; i<strlen(databits); i++)
    {
        if(databits[i]=='1')
            count++;
        else
            count=0;
        printf("%c",databits[i]);
        if(count==5)
        {
            printf("0");
            count=0;
        }
    }
    getch();
    return 0 ;
}
```





Project Classes Debug bit_stuffing.c

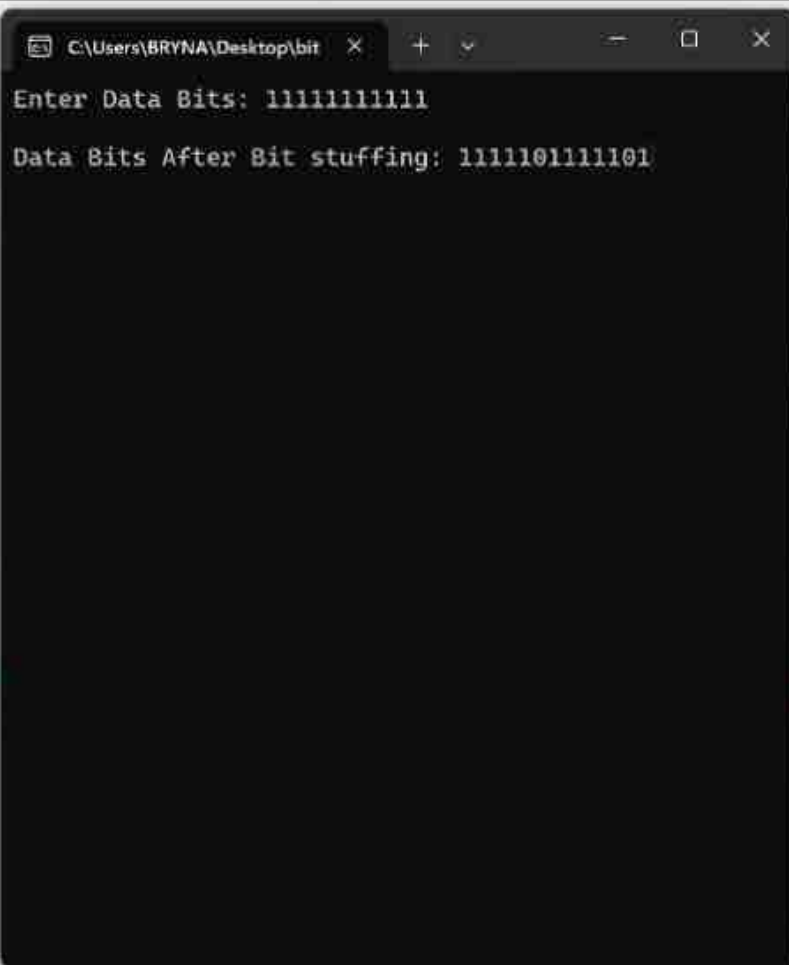
```
#include<stdio.h>
#include<string.h>
int main()
{
    int i=0,count=0;
    char databits[60];
    printf("Enter Data Bits: ");
    scanf("%s",databits);
    printf("\nData Bits After Bit stuffing: ");
    for(i=0; i<strlen(databits); i++)
    {
        if(databits[i]!='1')
            count++;
        else
            count=0;
        printf("%c",databits[i]);
        if(count==5)
        {
            printf("0");
            count=0;
        }
    }
    getch();
    return 0;
}
```





Project Classes Debug bit_stuffing.c

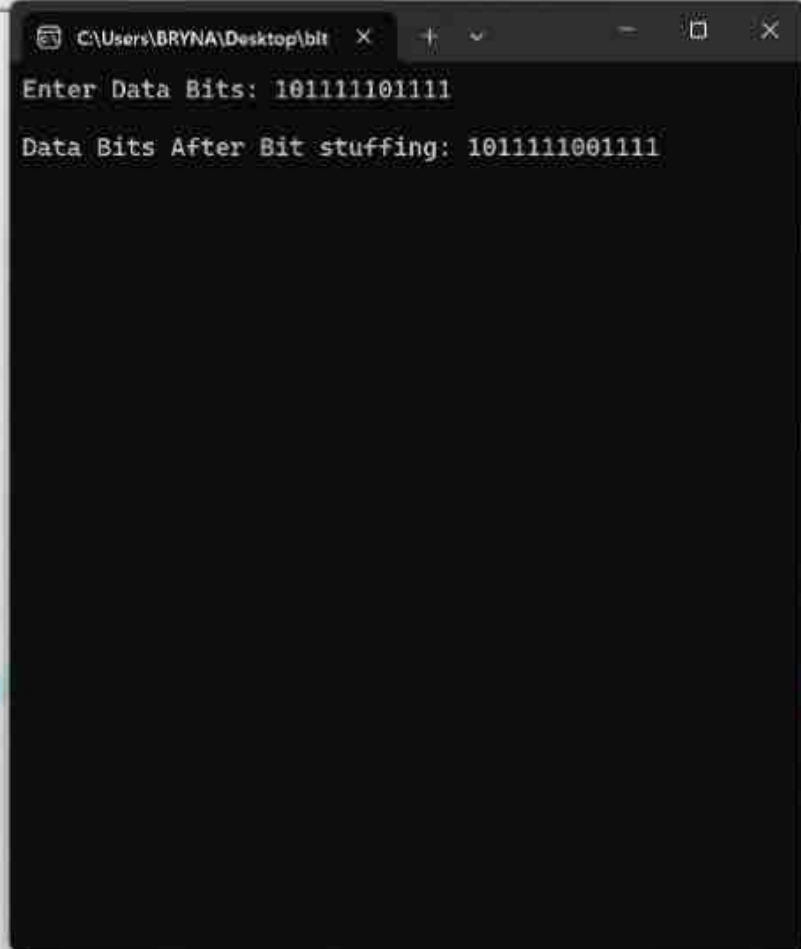
```
#include<stdio.h>
#include<string.h>
int main()
{
    int i=0,count=0;
    char databits[80];
    printf("Enter Data Bits: ");
    scanf("%s",databits);
    printf("\nData Bits After Bit stuffing: ");
    for(i=0; i<strlen(databits); i++)
    {
        if(databits[i]=='1')
            count++;
        else
            count=0;
        printf("%c",databits[i]);
        if(count==5)
        {
            printf("0");
            count=0;
        }
    }
    getch();
    return 0;
}
```

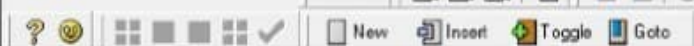




Project Classes Debug bit_stuffing.c

```
#include<stdio.h>
#include<string.h>
int main()
{
    int i=0,count=0;
    char databits[30];
    printf("Enter Data Bits: ");
    scanf("%s",databits);
    printf("\nData Bits After Bit stuffing: ");
    for(i=0; i<strlen(databits); i++)
    {
        if(databits[i]!='1')
            count++;
        else
            count=0;
        printf("%c",databits[i]);
        if(count==5)
        {
            printf("0");
            count=0;
        }
    }
    getch();
    return 0 ;
}
```





Project Classes Debug bit stuffing.c

```
#include<stdio.h>
#include<string.h>
int main()
{
    int i=0,count=0;
    char databits[80];
    printf("Enter Data Bits: ");
    scanf("%s",databits);
    printf("\nData Bits After Bit stuffing: ");
    for(i=0; i<strlen(databits); i++)
    {
        if(databits[i]=='1')
            count++;
        else
            count=0;
        printf("%c",databits[i]);
        if(count==5)
        {
            printf("0");
            count=0;
        }
    }
    getch();
    return 0 ;
}
```

C:\Users\BRYNA\Desktop\bit

Enter Data Bits: 11111011111011111

Data Bits After Bit stuffing: 11111001111100111110